

MERCENARIES

GUILD

Innovative accessories and playing aids for the serious gamer.

TEN NEW PLAYER CLASSES



Tired of the same old classes? Now you can recapture the adventure. The Mercenaries Guild presents ten new player classes guaranteed to increase your playing fun.

Mercenaries Guild is a ComRes Associates Company

WELCOME TO THE MERCENARIES GUILD

You are now a member is good standing! All you have to do is mail a postcard with your name and address on it. For this you will get on our mailing list and will receive advance notice of all our new products. your name may be included in our play test group and you may receive some of our products free. Incourage all your friends to join. All they have to do is send in their names and addresses. The more the merrier and that way we know what products you want to see and you can help us develop them.

Thanks,

Charles Hubbard

Charles Hubbard, Guildmaster

THE MERCENARIES GUILD

3911-B MARCOM STREET
RALEIGH, N.C. 27606

**WE WOULD LIKE TO GIVE A SPECIAL NOTE OF THANKS TO THE
MEMBERS WHO PARTICIPATED IN MAKING THESE PRODUCTS
AVAILABLE:**

Jeff Cooke - Head Scribe
Randal Atkins - Head orc herder
Barry Newberry - General Factotum

Tom Winters - Head Limner
Robert Tarpey - Head orc
Mark Holman - Lesser Potentate

and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

This product is copyrighted under national and international laws and reproduction is prohibited.

THE BOUNTY HUNTER

DESCRIPTION: The bounty hunter is similar to the ranger class. They are obviously man hunters who make their living by catching criminals for the reward money. They are good at tracking like a ranger and they can use this ability in a city. They are good at talking to people and finding out where the fugitives are hiding.

SPECIAL ABILITIES OF CLASS: They can detect people lying to them. They do this by a combination of body language and intuition. There is no magic involved. Also they can get information from people by careful questioning. The people are not aware that they are giving them the information because the bounty hunter gets the information from the fragments in each response to the question that he asks.

HIT DIE TYPE: Ten sided.

MAXIMUM NUMBER OF HIT DIE: Eleven.

ATTACK/SAVING THROW TABLE: As a fighter of the same level.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: Any.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: Any.

ALIGNMENTS PERMITTED: Any lawful.

RACES PERMITTED: Any.

USABLE MAGIC ITEMS: Any that a fighter could normally use.

ADVANCEMENT TABLE: As a fighter.

NOTES: The bounty hunter can remember names and faces very well. If he sees a famous or infamous person he will probably recognize him. If he sees a known criminal he will know if he is currently wanted for anything or if he has served his time in prison. He has sage like abilities concerning people and has the same chance to know something about any famous person living or dead.

THE BOUNTY HUNTER



THE VIKING

DESCRIPTION: The Vikings are similar to the barbarian in that they distrust magic highly. Unlike the barbarian they can use magical weapons and armor. To be a viking a character must be over six feet tall and have a strength of at least 17.

SPECIAL ABILITIES OF CLASS: They have all the special abilities of the barbarian class and the ability to sail any ship and navigate in any ocean or river. Also they can track like a ranger of the same level. They can go into a controlled berserk rage whenever they are outnumbered in combat. When this happens they get double attacks and do double damage in melee. The damage that is doubled is the base damage and not the bonuses.

HIT DIE TYPE: Ten sided.

MAXIMUM NUMBER OF HIT DIE: Nine.

ATTACK/SAVING THROW TABLE: As a fighter of the same level.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: Any except magical armor.

SHIELD PERMITTED: Any except magical shield.

WEAPONS PERMITTED: Any except that a viking will not use any sword of any kind. They use axes and hammers.

ALIGNMENTS PERMITTED: Any chaotic alignment.

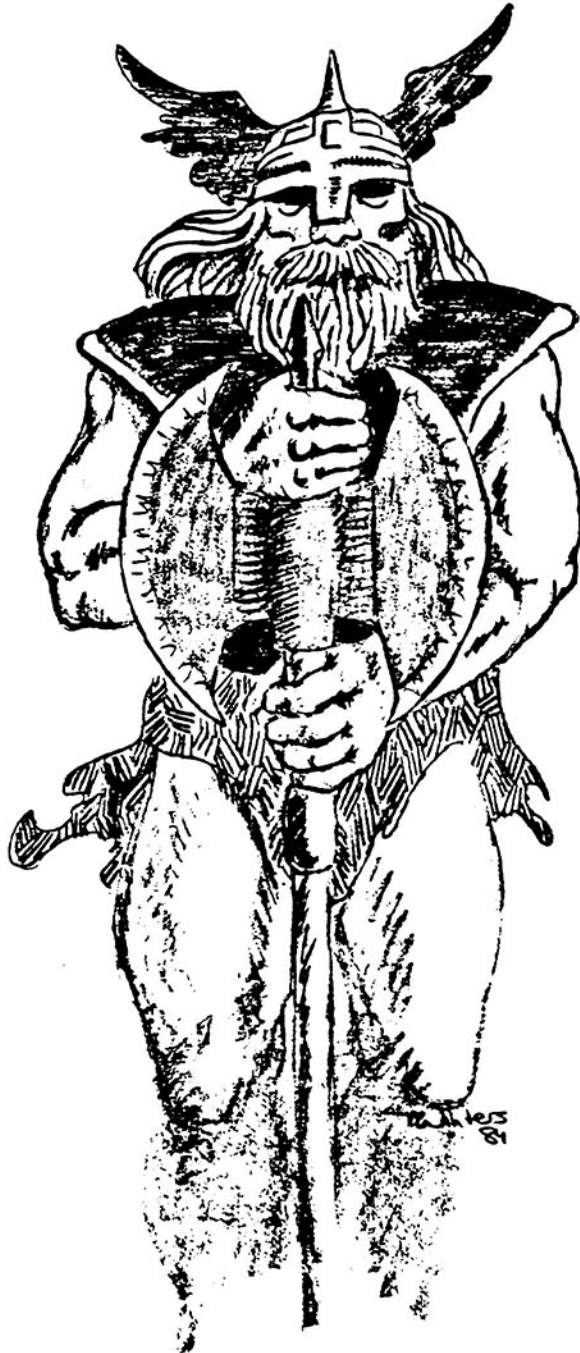
RACES PERMITTED: Only humans and Thanigoths may be vikings.

USABLE MAGIC ITEMS: Only magical weapons. They can never use any magical devices of any sort.

ADVANCEMENT TABLE: Advances as a fighter.

NOTES: The vikings live by looting and pillaging and do not see anything wrong with this way of life even if they should be lawful good. Vikings are very loyal and if they decide that a person is their friend then they will willingly die defending him.

THE VIKING



THE ALCHEMIST

DESCRIPTION: The alchemist class is similar to the normal magic user class in that they create magical items, especially potions and elixers. The alchemist uses the magic user spells as well as the special spells and abilities of the alchemist.

SPECIAL ABILITIES OF CLASS: They can store spells in the form of liquids, powders, ointments, etc. These spells can then be activated and released when needed. For example the spell components for the spell fireball can be stored in a liquid form in a flask. In the dungeon the alchemist simply says the magic word and throws the flask.

HIT DIE TYPE: Four sided.

MAXIMUM NUMBER OF HIT DIE: Fourteen.

ATTACK/SAVING THROW TABLE: As a magic user of the same level.

SPELL ABILITY: Can use any magic user spell and can use the special alchemist spells to create the spell storage device. Although the alchemist can cast the magic user spell he can only do so in his laboratory and not in the dungeon. All his powers come from the fact that he has cast the spell before hand.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: None.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: A dagger and a staff only. The staff cannot be a spell storage device but it can be magically enhanced to hit.

ALIGNMENTS PERMITTED: Any lawful alignment.

RACES PERMITTED: Any that can be magic users.

USABLE MAGIC ITEMS: Any that are usable by a normal magic user.

ADVANCEMENT TABLE: As a magic user.

NOTES: The alchemist can increase the effects of his spell casting by using more than one flask. For example he can double the damage done by a fireball by throwing two flasks instead of one.

THE ALCHEMIST



THE SWORD MASTER

DESCRIPTION: The sword master is probably the most feared of all the classes because of the number of attacks he gets and the damage that he can do. The sword master gets four attacks per round and always gets in one attack first even if the other side has the initiative. The weapon that the sword master favors is the light, slim rapier, although he can use any sword or dagger type. The damage that he does is according to the type of sword that he is using but in all cases the damage is plus five per attack that hits.

SPECIAL ABILITIES OF CLASS: Because of their special training they can use any sword or dagger type weapon. They know all the most vulnerable places and the feints and lunges to get to them and do the most damage.

HIT DIE TYPE: Ten sided.

MAXIMUM NUMBER OF HIT DIE: Fifteen.

ATTACK/SAVING THROW TABLE: As per fighter of the same level.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: None. They will never wear armor of any sort although they will wear the magical protection devices such as rings and bracers.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: Only swords and sword like weapons. These weapons can all be thrown by the swordmaster.

ALIGNMENTS PERMITTED: Any.

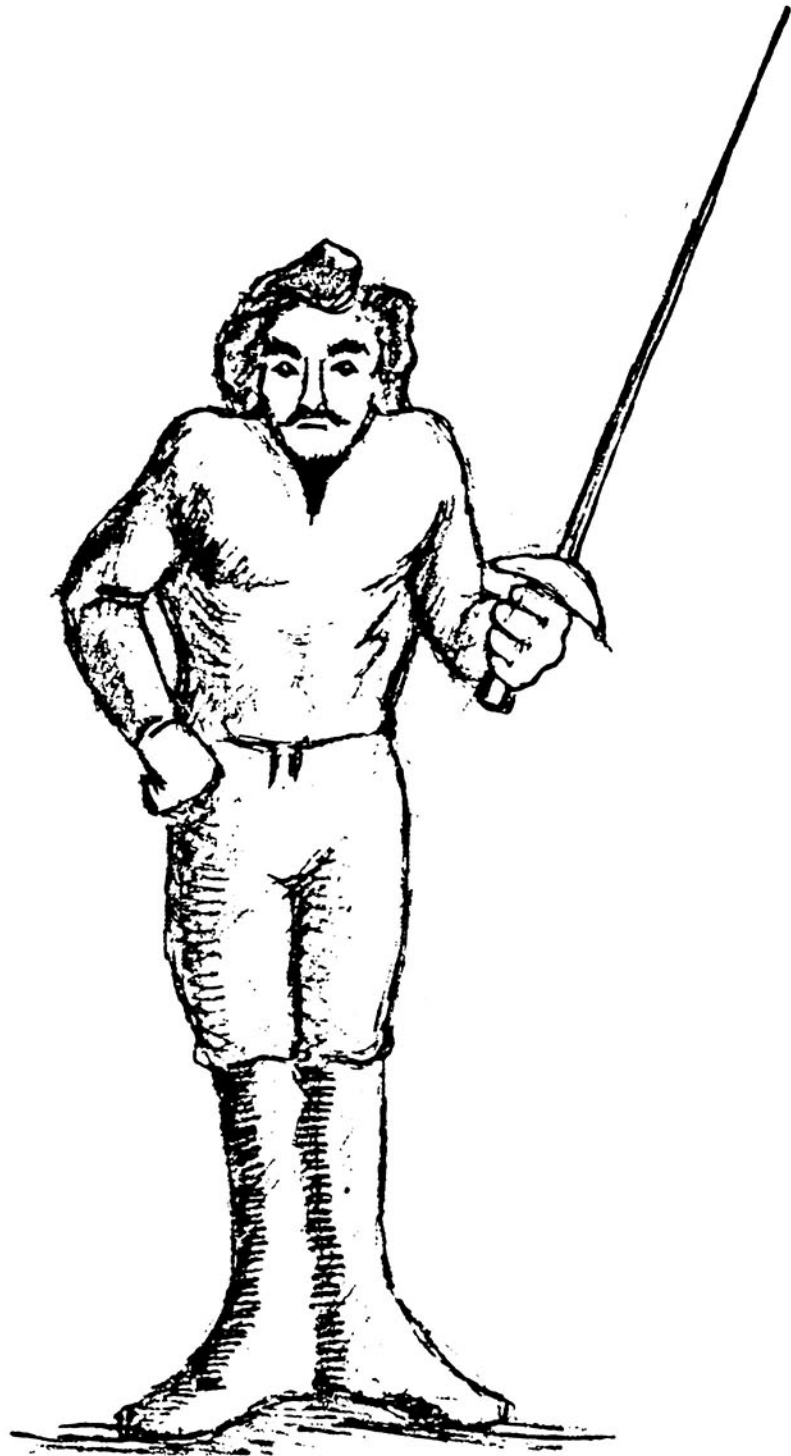
RACES PERMITTED: Any race that is normally over five feet eight inches tall.

USABLE MAGIC ITEMS: Only magical protection devices and magical weapons.

ADVANCEMENT TABLE: As a ranger.

NOTES: The swordmaster will never back down from a duel. He will try to maneuver the opponent into a situation where he can choose the weapon and then he will not hesitate to make a fool of the opponent.

THE SWORD MASTER



THE DARK RIDER

DESCRIPTION: The dark riders are probably the most evil of all the evil classes. They exist by vampirically stealing life energy from others. They advance by stealing levels from people higher than themselves.

SPECIAL ABILITIES OF CLASS: They can be any class or combination of classes simultaneously and can advance in them all because of their unique advancement method.

HIT DIE TYPE: Four sided.

MAXIMUM NUMBER OF HIT DIE: Unlimited. They get a hit die for each level that they attain regardless of which class it is. They also get to add the full die roll even though they are multiclassed.

ATTACK/SAVING THROW TABLE: They get the best saving throw from all their classes.

SPELL ABILITY: They can cast spells according to the levels of the spell caster that they have stolen. They can never cast clerical spells higher than third level.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: None.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: The only weapon that a dark rider may carry or use is the special staff that they use to drain levels from their opponents. This staff is indestructable and can function as a staff of striking.

ALIGNMENTS PERMITTED: The only alignment permitted is neutral evil.

RACES PERMITTED: The only races that can be dark riders are humans and half orcs.

USABLE MAGIC ITEMS: The magical items they can use are regulated by the classes that they have stolen.

ADVANCEMENT TABLE: They advance by stealing levels. For example they become a first level magic user when they have drained one level of magic user ability and killed one first level magic user. They must be two different people. To become second level he must drain two more levels of magic user ability and then kill a second level magic user, etc. The draining and the killing cannot be stored up. They must be sequential.

NOTES: The dark riders are not concerned with material wealth. They are only concerned with living forever which they can do by draining energy.

THE DARK RIDER



THE ARCHER

DESCRIPTION: The archer class is a combination of part of the fighter class and part of the magic user class. The class permits the archer to cast a spell on an arrow before going into the dungeon. Then he can fire the arrow while saying the command word and the effect is as if a spell had been cast. The ranges of the spell are the same as the ranges of the long bow. The areas of effect are the same as the spell. The main benefit is that the archer can fire two arrows per round which is the same as casting two spell per round.

SPECIAL ABILITIES OF CLASS: They can imbue in an arrow any magic user spell that is of the evocation type.

HIT DIE TYPE: Six sided.

MAXIMUM NUMBER OF HIT DIE: Fourteen.

ATTACK/SAVING THROW TABLE: As a thief of the same level.

SPELL ABILITY: Only to cast the spell into a specially prepared arrow and then only the evocation spells of a magic user. The spells damage is of course figured at the level of the archer.

CLASS LEVEL LIMITS: Fourteen.

ARMOR PERMITTED: Only leather armor.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: The only weapons permitted are the long bow and a dagger.

ALIGNMENTS PERMITTED: Any.

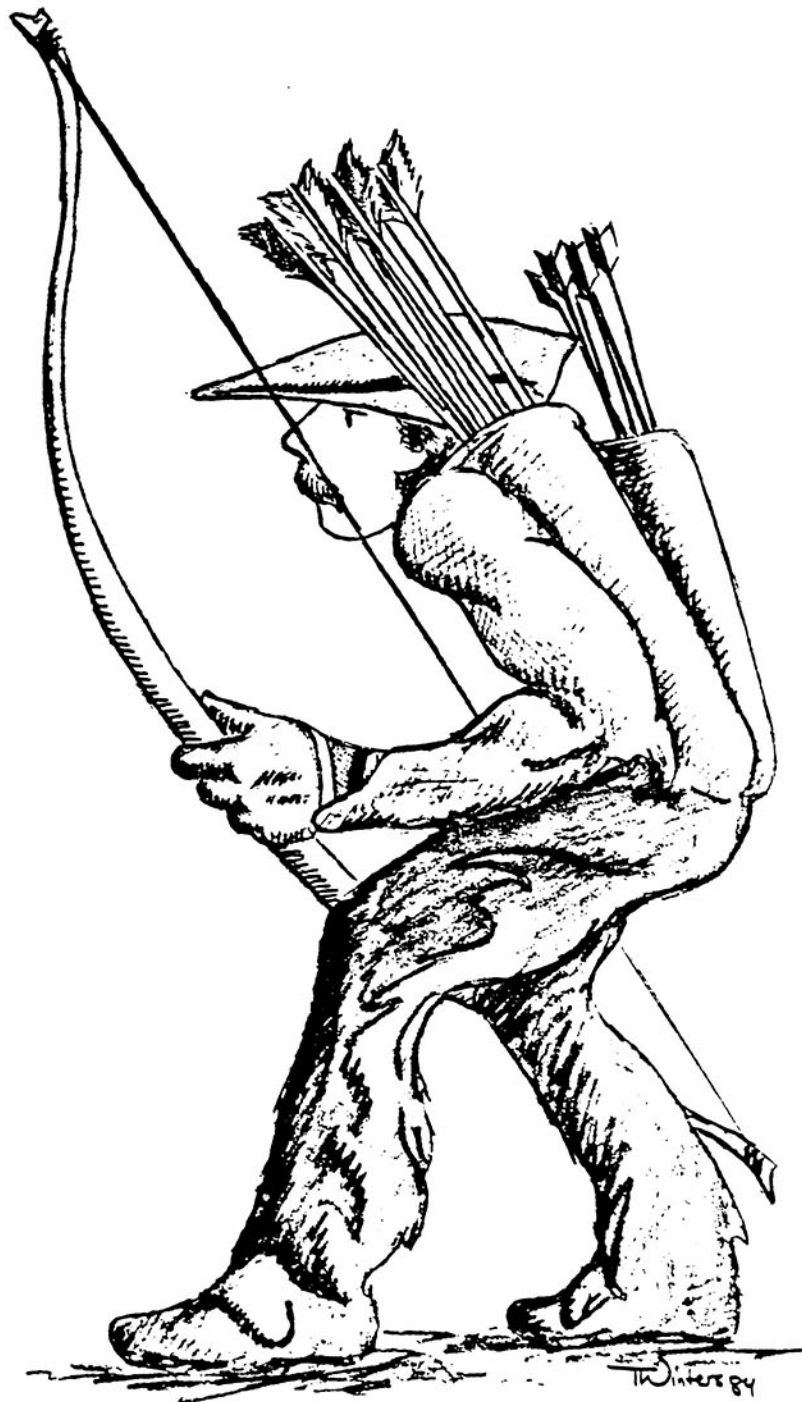
RACES PERMITTED: Any.

USEABLE MAGIC ITEMS: The only usable magical items are the long bow which can be magically enhanced and the leather armor which can have protection bonuses.

ADVANCEMENT TABLE: They advance on the thief table.

NOTES: The archer will never engage in melee. His main function is to perform as long range artillery. He can also fire normal arrows and is extremely effective with them. On a roll of a natural twenty it is a critical hit which means that the arrow hit a vital spot.

THE ARCHER



THE THAUMATURGE

DESCRIPTION: The thaumaturge is the engineer of the magical spectrum. He is the tinkerer and the one who uses magic to build the great castles and structures.

SPECIAL ABILITIES OF CLASS: They can figure out the basic floor plan of a castle from seeing part of it. They can figure out where a secret door might be by the design of the wall or area. They can sense the best places for traps and can disarm the traps using magic. He can aid in escaping from various other types of traps that rely on machinery to operate.

HIT DIE TYPE: Six sided.

MAXIMUM NUMBER OF HIT DIE: Fifteen.

ATTACK/SAVING THROW TABLE: As a druid of the same level.

SPELL ABILITY: They can use any spell from any class that deals with the changing or creation of matter. For example he could do rock to mud or reverse. He could do warp wood. He could do heat metal, etc. He can do these spell much better than the normal user can. He can affect a much larger area. He can use wall of stone to build a much larger bridge or castle wall. He can use warp wood to create a catapult quickly in time of need, etc.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: Leather only.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: They can use the weapons of the cleric class and the battle or hand axe except that they cannot use any pole arms of any sort.

ALIGNMENTS PERMITTED: Any lawful alignment.

RACES PERMITTED: Any race that can normally be magic users.

USABLE MAGIC ITEMS: Any. The Thaumaturge can use any magical device as long as it doesn't violate the arms or armor limitation. The thaumaturge can also identify the magical item as per the spell with the chance of success depending on his level. He can do this an unlimited number of times.

ADVANCEMENT TABLE: Advances on the Druid table.

NOTES: The thaumaturge has limited sage powers and has a three percent chance per level to know something about anything.

THE THAUMATURGE



THE ANIMATIST

DESCRIPTION: The animatist is an unusual combination of magic user, cleric and druid. They can cause metal to become joined with flesh and they can animate both to make them seem alive. The animatist carries several small animals with him that he controls and directs. He can see through their eyes and hear through their ears. He does this by using a crystal ball that is attuned to the crystals that are where their eyes and ears were.

SPECIAL ABILITIES OF CLASS: They can use any spell from any class up to sixth level. They can use these spells to animate and activate their creations and to control their actions.

HIT DIE TYPE: Four sided.

MAXIMUM NUMBER OF HIT DIE: Eleven.

ATTACK/SAVING THROW TABLE: They get the best of the four classes that they can cast spell from.

SPELL ABILITY: Up to sixth level spells from each of the spell using classes but these spells may only be cast in the creation of the animals.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: None.

SHIELD PERMITTED: None.

WEAPONS PERMITTED: None. All their attacking is done using the animals.

ALIGNMENTS PERMITTED: Only evil or neutral alignments permitted.

RACES PERMITTED: Only gnomes or kleshites may be animatists.

USABLE MAGIC ITEMS: Any from the four classes of spell users.

ADVANCEMENT TABLE: As a magic user.

NOTES: The animatist are considered to be evil by many because they literally deal with dead bodies of animals (and at high levels, humans). The bodies that they create are considered to be undead by some. It is superstitious fear that makes people afraid of an animated human fighter.

THE ANIMATIST



THE KNIGHT OF RENOWN

DESCRIPTION: The knight of renown is similar to a paladin except that he has no clerical powers. They are a special breed of men who exist either in service to some lord or noble or they live by following the tournament and earning money fighting each other for the entertainment of the courts.

SPECIAL ABILITIES OF CLASS: The knight gets two extra weapons of proficiency over the normal fighter. They also get extra training in weapons so every weapon that they use automatically does one extra hit point of damage in addition to all other bonuses.

HIT DIE TYPE: Ten sided.

MAXIMUM NUMBER OF HIT DIE: Eleven.

ATTACK/SAVING THROW TABLE: As per fighter of the same level.

SPELL ABILITY: None.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: Any. The knight can wear plate armor which has an ac base of '0'. This armor is magically enhanced to be light and non-encumbering. The armor is also enhanced to make it silent and not clanky. The result is that the armor is no more difficult to wear than leather.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: Any.

ALIGNMENTS PERMITTED: Any good or neutral alignment.

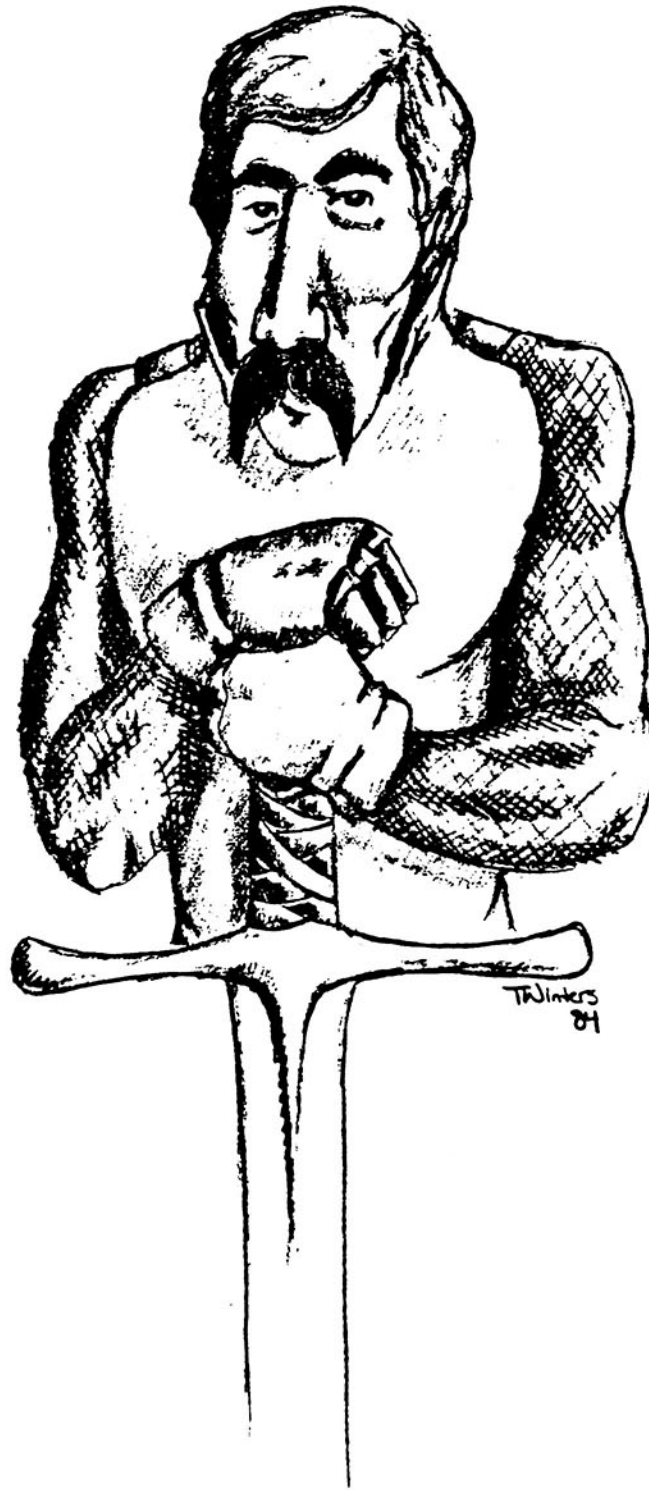
RACES PERMITTED: Any race that is normally over six feet tall.

USABLE MAGIC ITEMS: Only magical weapons and armor.

ADVANCEMENT TABLE: They advance as a fighter.

NOTES: If a knight is challenged he must accept it. He may not avoid it or delay it. If he gives his word he will die to keep it regardless of his alignment. The meat and drink of the knights is brawling and fighting and increasing their own reputation so that they can command higher wages for soldiering or higher purses for tournaments. Even a chaotic evil knight will honor the codes of the knight.

THE KNIGHT OF RENOWN



THE HOLY WARRIOR

DESCRIPTION: The Holy warrior is similar to a paladin in that they are fighter/clerics, they are just of an alignment other than lawful good. They are also fanatics about their religion and will always attempt to convert anyone who comes in contact with them.

SPECIAL ABILITIES OF CLASS: They have all the abilities of the fighter class as well as being able to cast clerical spells. The spells should be appropriate for the alignment and diety chosen.

HIT DIE TYPE: Ten sided.

MAXIMUM NUMBER OF HIT DIE: The same as the paladin.

ATTACK/SAVING THROW TABLE: As a fighter of the same level.

SPELL ABILITY: Only the clerical spells that are appropriate to the god he has chosen and only to the extent that a paladin is given spells.

CLASS LEVEL LIMITS: None.

ARMOR PERMITTED: Any.

SHIELD PERMITTED: Any.

WEAPONS PERMITTED: Any.

ALIGNMENTS PERMITTED: Any.

RACES PERMITTED: Any.

USABLE MAGIC ITEMS: Any clerical.

ADVANCEMENT TABLE: The same as a paladin.

NOTES: The holy warrior should reflect the god that he has chosen. If he is chaotic he will not try to learn any healing spells. He will want to learn spells that help him and not others. He should go into the world and try to convert all the people that he encounters to his diety. He will never miss an opportunity to point out the greatness of his god. He will become almost obnoxious in his zeal to further his cause. He will be totally heartless in regarding what to him are heretics.

THE HOLY WARRIOR



MERCENARTES GUILD



LOOK FOR OUR OTHER PRODUCTS

FANTASY ROLE PLAYING AIDS

CHARACTER RECORD SHEETS
THIEVES KIT
TEN NEW ORIENTAL PLAYER CLASSES
TEN NEW PLAYER CLASSES
TEN NEW RACES FOR CHARACTERS
NEW SPELLS FOR MAGIC USERS
NEW SPELLS FOR ILLUSIONISTS
NEW SPELLS FOR CLERICS
NEW SPELLS FOR DRUIDS
NEW PSIONIC DISCIPLINES
ARTIFACTS AND RELICS
UNIQUE SWORDS AND WEAPONS
THE DECK OF MANY THINGS
THE SPELL BACKFIRE RESULTS TABLE

SCENARIOS

CITY AND TOWN ADVENTURES
THE TOMB OF OMPHAL

SCENARIOS (CONT.)

THE SHRINE OF TAKATA
THE TOMB OF ATUAN
THE CASTLE OF SILVERTHORNE
THE VILLAGE AT SILVERTHORNE FERRY
THE VOYAGE TO TYROS
THE PIRATES COVE
THE LOST CITY OF QUALMAR
THE TEMPLE AT TARANDUIN
THE CASTLE AT FLEURIN
THE ARROW OF TORVALD
THE CRYSTAL GRIFFON
THE MOORS OF TARN
THE TOWN OF WODEN-DOR
THE WITCH OF WODEN-DOR
THE CASTLE AT KALIMAR
THE CASTLE OF ALKAZAR
THE CASTLE OF ALHAMBRA
THE QUEST FOR THE GOLDEN EGG

THE SUMMER HOUSE
THE JEWELS IN THE FOREST

OTHER GAMES AND AIDS

NINJA: THE GAME
THE NEW MONOPOLY
STARFLEET BATTLES:
ENERGY ALLOCATION SHEETS
CARRIER OPERATIONS
DRONE, FIGHTER, AND SHUTTLE
MOVEMENT CONTROL SHEETS
SHIPS LOG AND DIARY
FLEET OPERATIONS MANUAL
CONTROLLERS TOOL KIT
EXPANDED CAMPAIGN MANUAL

AND MUCH, MUCH MORE TO
COME IN THE NEAR FUTURE.